



























































<p>\$10,000 Man 6</p> <p>Jury-rigged Cyborg</p> <p>Toughness: 1. Cannot turn to heal.</p> <p><i>"We don't have the technology, but what the heck, let's try and rebuild him anyway."</i></p> <p>✱ 4 ▼ ✱</p>	<p>Abominable Wave</p> <p>Event</p> <p>Cancel and smoke a ☯ card.</p> <p><i>"You have the subtle powers of chi manipulation. I have an entire battalion of slaving, bioengineered ogres, howling for blood. Wonder which of us is going to win, hmmm?"</i></p> <p>♣ ✱ 1</p>	<p>Abysmal Horror 4</p> <p>Demon</p> <p>Regenerates.</p> <p><i>Gao Zhang decrees: "We shall corrupt the very elements, make them homes for the spirits of destruction!"</i></p> <p>♣ ✱ 3 ♣</p>	<p>Adrienne Hart 8</p> <p>Pledged Martial Artist</p> <p>Unique. No States may be played on Adrienne.</p> <p><i>She plunges into battle to forget her forbidden love for the Unspoken Name.</i></p> <p>♣ ✱ ✱ ✱ ✱ 4 ♣</p>
<p><1> Abominable Lab (5)</p> <p>Site</p> <p>Abominable Lab provides you with one ✱ resource for each Buro or PubOrd character you control.</p> <p>2 ♣</p>	<p>Abysmal Daughter 1</p> <p>Vampiric Demon</p> <p>Unique. Place one damage counter on a site of your choice whenever a character is smoked</p> <p>♣ ♣ ✱ 4 ♣</p>	<p>Abysmal Spirit 2</p> <p>Ghost Assassin</p> <p>Assassinate.</p> <p><i>Her victims loved her most intensely at the moment she began to rend their flesh.</i></p> <p>♣ 3 ♣ ✱</p>	<p>Alabaster Javelin</p> <p>State</p> <p>Weapon. If subject character is smoked, you may inflict 3 points of damage on any target in play.</p> <p><i>The provincial official regretted the day he confiscated the alchemist's spear.</i></p> <p>✱ 1</p>






















<p><1> Alchemist's Lair (5)</p> <p>Site</p> <p>(no text)</p> <p><i>"You do not fool me, young one. Immortality is what you seek. It is what they all seek."</i></p> <p>2 </p>	<p>Amulet of the Turtle</p> <p>State</p> <p>Any damage inflicted on subject character is inflicted on Amulet of the Turtle instead. Amulet of the Turtle can sustain damage equal to your  resources before being smoked.</p> <p>----</p> <p>ERRATA: Cost 0. Play on a Character. Redirect all damage inflicted on subject to this card. Smoke Amulet of the Turtle when it accumulates X damage; any damage in excess of X is immediately inflicted on subject. X= the number of  resources in your pool. (YotD-003)</p> <p> 1</p>	<p><1> Ancient Grove (5)</p> <p>Site</p> <p>(no text)</p> <p><i>These bamboo shoots are the mirror of your soul, warrior. When you understand why, you will find the path to mastery.</i></p> <p>2 </p>	<p>Arcanotechnician 1</p> <p>Buro Scientist</p> <p>Turn Arcanotechnician and toast a character in your smoked pile to return any card in your smoked pile to your hand.</p> <p> 2   </p>
<p>Alpha Beast 2</p> <p>Early Model Abomination</p> <p>(no text)</p> <p><i>"The Alpha Beasts were nothing compared to what came later, but they were still terrifying on the battlefield."</i></p> <p>2 </p>	<p><1> Ancestral Tomb (5)</p> <p>Feng Shui Site</p> <p>Ancestral Tomb's body is increased by the number of characters in your smoked pile. While Ancestral Tomb has damage counters on it, it does not count toward fulfilling it's controller's victory conditions.</p>	<p><1> Ancient Temple (5)</p> <p>Feng Shui Site</p> <p>Any character that is intercepted while attacking Ancient Temple inflicts no damage on Ancient Temple.</p>	<p>Arcanowave Pulse</p> <p>Event</p> <p>Cancel and smoke a  card.</p> <p><i>The Guiding Hand fights the secret war to erase the Architects from their future. These devices were developed to erase them right back.</i></p> <p> 1</p>















<p>Arcanowave Reinforcer</p> <p>Edge</p> <p>All of your characters inflict +1 damage and are considered Abominations.</p> <p>----</p> <p>ERRATA: Reprint has clarified wording: All Characters you control inflict +1 damage and gain the designator Abomination. (YotD-004)</p> <p> 2</p>	<p>Armored in Life</p> <p>State</p> <p>Play on any character. Subject character gains Toughness: 1.</p> <p><i>"Master your internal energy, warrior, and use it to make your flesh harder than the sturdiest shield."</i></p> <p> 1</p>	<p>Assassins in Love</p> <p>Event</p> <p>You are now the controller of all Assassins. They come to your side unturned.</p> <p><i>They cared only for the money - until they saw each other.</i></p> <p> 0</p>	<p><1> Auspicious Termites (5)</p> <p>Feng Shui Site</p> <p>Cannot be burned. If smoked, Auspicious Termites returns to its owner's hand.</p>
<p>Arcanowave Researcher 1</p> <p>Scientist</p> <p>Turn to force target player to discard a card at random from his or her hand.</p> <p> 1 </p>	<p>Array of Stunts</p> <p>Event</p> <p>You may change the locations of all your characters to new locations on your side as many columns left or right as you wish.</p> <p> 1</p>	<p>Attack Helicopter</p> <p>State</p> <p>Vehicle. Subject character gains Mobility, Tactics, and +2 Fighting.</p> <p><i>The airborne vehicle of choice for pocket-sized wars.</i></p> <p>3</p>	<p>Average Joe 2</p> <p>Blue Collar Hero</p> <p>Toughness: 1.</p> <p><i>"It's up to ordinary folks like you and me to stop these dirtbags, in the name or truth, freedom, and hamburgers with the works."</i></p> <p>3 </p>





















<p>Back for Seconds</p> <p>Event</p> <p>Unturn target character.</p> <p><i>"Okay, pal, this time the gloves are off!"</i></p> <p> 1</p>	<p>Banish</p> <p>Event</p> <p>All  characters in play return to their owners' hands.</p> <p><i>"Begone, gnats! Your impudence annoys us!"</i></p> <p> 2</p>	<p>Battlechimp Potemkin 5</p> <p>Subversive Leader</p> <p>Unique. Turn to unturn any number of  characters whose combined play cost does not exceed 4.</p> <p> 4  </p>	<p>Big Brother Tsien 2</p> <p>Demon Hood</p> <p>Unique. Once per turn, you may pay 1 Power to give Big Brother Tsien +3 Fighting until the end of the turn.</p> <p>2 </p>
<p>Bag Full of Guns</p> <p>State</p> <p>Play on a character you control. Turn to give +1 Fighting until the end of turn to all characters you control at subject character's location.</p> <p> 2</p>	<p>Baptism of Fire</p> <p>State</p> <p>Play on any character immediately after subject character has been damaged. Subject character gains +2 Fighting. You may play Baptism of Fire during another player's turn.</p> <p> 1</p>	<p>Beneficial Realignment</p> <p>Event</p> <p>Heal target character or site.</p> <p><i>The pendulum swings from woe to weal. Good fortune.</i></p> <p> 1</p>	<p>Big Bruiser 6</p> <p>Kicker of Butts</p> <p>Guts. Toughness: 1.</p> <p><i>"Was that supposed to hurt or something?"</i></p> <p>  5 </p>
















<p align="center">Bite of the Jellyfish</p> <p align="center">Event</p> <p>Play after a feng shui site is burned. You gain all the Power in the pool of the player who burned that site, including any Power gained from burning for Power.</p> <p align="center"> 0</p>	<p align="center"><1> Blessed Orchard (7)</p> <p align="center">Feng Shui Site</p> <p>Whenever a player declares an attack on Blessed Orchard, transfer 1 Power from his or her pool to yours.</p> <p><i>Soil fed by cherry blossoms absorbs hostile energies.</i></p>	<p align="center">Brain Bug EQ3200</p> <p align="center">State</p> <p>Play on any character. At the beginning of each of your turns, you may look at subject character's controller's hand or reveal one of his or her sites. Subject character is smoked if Brain Bug EQ3200 leaves play.</p> <p align="center"> 1</p>	<p align="center">Bull Market</p> <p align="center">Event</p> <p>All players gain 5 Power.</p> <p><i>When the Unspoken Name sneezes, the Dow Jones index says "Gesundheit."</i></p> <p align="center">   0</p>
<p align="center">Blade Palm</p> <p align="center">Event</p> <p>Return target card to its owner's hand. Does not affect Event cards.</p> <p><i>When a chi master whips out the Blade Palm, stand back. Stand way far back.</i></p> <p align="center">  2</p>	<p align="center">Booby Trap</p> <p align="center">Event</p> <p>Play when one of your sites is attacked. Target site and all characters at its location suffer 3 points of damage.</p> <p>----</p> <p>ERRATA: Play during an attack on a Site you control. Inflict 3 damage on that Site and all Characters at its location. (2FT-007, also YotD rulebook)</p> <p><i>"I knew we couldn't hold it, so I wired the joint to blow."</i></p> <p align="center"> 1</p>	<p align="center">Brain Eater 3</p> <p align="center">Abomination</p> <p>Ambush.</p> <p><i>It feeds on gray matter. Hope you're wearing a helmet.</i></p> <p align="center">  4</p> <p align="center"></p>	<p align="center">Buro Assassin 2</p> <p align="center">Covert Operator</p> <p>Ambush.</p> <p><i>"That split second when you realize I've crept up on you - that'll be the last split second you get, Consumer."</i></p> <p align="center"> 3</p> <p align="center"></p>










<p style="text-align: center;">Buro Official 1</p> <p style="text-align: center;">Vile Bureaucrat</p> <p>Turn to give Ambush until the end of turn to a character with a play cost of no greater than 3.</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Capoeira Master 5</p> <p style="text-align: center;">Martial Artist</p> <p>Inflicts +3 damage when intercepting.</p> <p><i>"I never saw anyone break a jawbone so beautifully."</i></p> <p style="text-align: center;">   4 </p>	<p style="text-align: center;">Cellular Reinvigoration</p> <p style="text-align: center;">Event</p> <p>Until the end of the turn, target character gains Guts and is not smoked when damage inflicted on it equals or exceeds its Fighting score.</p> <p>----</p> <p>ERRATA: Until the end of the turn, target Character gains Guts and is not smoked if its Fighting is 0. (DF-017)</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Charmed Life</p> <p style="text-align: center;">State</p> <p>Play on any character. Subject character is immune to any effects that smoke characters or cards. Character can still be smoked due to damage.</p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Cabinet Minister 1</p> <p style="text-align: center;">Pledged Politician</p> <p>Turn and maintain to control or cancel target Edge. If target Edge leaves play while under your control, Cabinet Minister is smoked.</p> <p style="text-align: center;"> 1 </p>	<p style="text-align: center;"><1> Cave Network (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>If an attack is declared against Cave Network when you have no characters in play, you may turn Cave Network to play a character with a cost of 3 or less at no cost. You may play a character in this manner during an opponent's turn.</p>	<p style="text-align: center;">Chains of Bone</p> <p style="text-align: center;">Edge</p> <p> cards do not unturn during their controller's establishing shot.</p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">Chin Ken 7</p> <p style="text-align: center;">Kung Fu Master</p> <p>Unique. Gains the abilities of each character he is in combat with until combat with that character is resolved.</p> <p style="text-align: center;">    4   </p>















<p>Chinese Doctor 1</p> <p>Wise Physician Turn to heal target character.</p> <p><i>"Lucky they shot you in the head, Jack. Next time they might hit something important."</i></p> <p> 1 </p>	<p>Church Official 1</p> <p>Pledged Operative Turn and pay 1 Power to cancel and smoke any  card as it is played.</p> <p>   2 </p>	<p>Claw of the Tiger</p> <p>State Play on any character. Before combat damage is dealt, Claw of the Tiger inflicts 1 point of damage on all characters in combat with subject character.</p> <p>   1</p>	<p>Combat Aircar</p> <p>State Vehicle. User gains Mobility, Tactics, and +4 Fighting.</p> <p><i>Their phased grav stabilizers give them the maneuverability needed for surgical operations</i></p> <p>  4</p>
<p>Chromosome Screamer 4</p> <p>Escaped Abomination Guts. Inflicts +2 damage against  characters and  sites.</p> <p> 4 </p>	<p><1> City Square (6)</p> <p>Feng Shui Site Unique. Turn to redirect the damage inflicted on target site from a single source to any site you control.</p> <p> 1</p>	<p>Code Red</p> <p>Event Play immediately after you have been attacked. You may launch an attack. Characters that have attacked you this turn cannot intercept this attack.</p> <p> 2 </p>	<p>Confucian Sage 1</p> <p>Font of Wisdom Turn Confucian Sage to look at target player's hand.</p> <p><i>"The man who knows the enemy's past knows also the enemy's next maneuver."</i></p> <p> 2 </p>
















<p style="text-align: center;">Confucian Stability</p> <p style="text-align: center;">Event</p> <p>Cancel and smoke an Event or State as it is being played. Does not affect cards already in play.</p> <p> 1</p>	<p style="text-align: center;">Covert Operation</p> <p style="text-align: center;">Event</p> <p>Look at target player's hand. You may force that player to discard one card of your choice.</p> <p>----</p> <p>ERRATA: Look at target opponent's hand. You may force that opponent to discard one card of your choice. (YotD-020)</p> <p><i>The Ascended prefer to zap you before you even hit the field.</i></p> <p> 0</p>	<p style="text-align: center;">Curtain of Fullness</p> <p style="text-align: center;">Event</p> <p>Target player must discard three cards at random from his or her hand.</p> <p><i>The stars hold a thousand might-have-beens, none to be beheld by mortal eyes.</i></p> <p>  0</p>	<p style="text-align: center;">Dangerous Experiment</p> <p style="text-align: center;">Event</p> <p>You gain 5 Power. The opponent to your left may toast one card of his or her choice that you control.</p> <p>----</p> <p>ERRATA: Limited. Toast It. You gain 5 Power, and the opponent to your left may immediately toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile. (YotD-022)</p> <p><i>Pressure from the Buro led to quality control problems at the CDCA.</i></p> <p>    0</p>
<p style="text-align: center;">Contract of the Fox</p> <p style="text-align: center;">State</p> <p>Play on any character. Turn Contract of the Fox to unturn subject character.</p> <p><i>The fox symbolizes swiftness, the unexpected, and reckless bravado.</i></p> <p> 2</p>	<p style="text-align: center;">Cry of the Forgotten Ancestor</p> <p style="text-align: center;">Event</p> <p>Cancel and smoke target  card.</p> <p><i>The Lodge was founded in the 11th century with the express purpose of driving magic from the world.</i></p> <p>  1</p>	<p style="text-align: center;">Dance of the Centipede</p> <p style="text-align: center;">Event</p> <p>Cancel and turn target card.</p> <p>----</p> <p>ERRATA: Target a card. That card cannot be turned in response :: Turn that card and cancel any effect generated by turning it. (Z-Man FAQ 1)</p> <p><i>The Centipede Dance, with its many thirsty blades, stopped even the bravest champions in their tracks.</i></p> <p> 1</p>	<p style="text-align: center;">Dawn of the Righteous</p> <p style="text-align: center;">Event</p> <p>Remove up to six damage counters from cards you control.</p> <p><i>Light always returns to shine upon the one wise enough to wait for it.</i></p> <p> 1</p>









<p align="center">Death Touch</p> <p align="center">State</p> <p>Play on any character. Any character in combat with subject character is smoked. Does not affect characters with  or  in their resource conditions.</p> <p> 2</p>	<p align="center">Desdemona Deathangel 5</p> <p align="center">Abomination</p> <p>Unique. Ambush.</p> <p><i>"The people believed she was an incarnation of Kali, goddess of destruction."</i></p> <p>   5 </p>	<p align="center">Dim Mak</p> <p align="center">State</p> <p>Play on any character. Subject character gains +1 Fighting. Damaged inflicted by subject character is not reduced by Toughness.</p> <p> 1</p>	<p align="center">DNA Mage 1</p> <p align="center">Occult Scientist</p> <p>Cannot turn to attack.</p> <p><i>He mixes biotech and sorcery, with sinister results.</i></p> <p>1   </p>
<p align="center">Deathtrap</p> <p align="center">State</p> <p>Play on any site. Characters that attack subject site suffer 1 point of damage before they damage subject site but after combat with intercepting characters is resolved.</p> <p> 1</p>	<p align="center">Difficulty at the Beginning</p> <p align="center">Event</p> <p>Play when an opponent is playing a card. Your opponent must pay 1 Power in addition to the card's play cost or the card being played is toasted.</p> <p> 1</p>	<p align="center">Disintegrator Ray</p> <p align="center">State</p> <p>Weapon. Subject character gains +1 Fighting. If subject character inflicts enough damage to smoke a character, subject character toasts that character instead.</p> <p>  1</p>	<p align="center">Dr. April Mucosa 1</p> <p align="center">Mad Scientist</p> <p>Unique. Turn to reduce the damage target character inflicts by 3 until the end of the turn.</p> <p> 3    </p>



<p style="text-align: center;">Draco 12</p> <p style="text-align: center;">Lodge Enforcer</p> <p>Unique.</p> <p><i>The dragon blood in his veins gives him the powers of all transformed animals.</i></p> <p style="text-align: center;">    6 </p>	<p style="text-align: center;">Dragon Fighter 4</p> <p style="text-align: center;">Streetfighter</p> <p>Guts.</p> <p><i>The last honest guy in the wrong part of town.</i></p> <p style="text-align: center;">4 </p>	<p style="text-align: center;"><1> Drug Lab (6)</p> <p style="text-align: center;">Hood Site</p> <p>Limited. Drug Lab is smoked if damaged by a Cop card.</p> <p><i>There's always been a brisk business sell fools their own destruction.</i></p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Edge Warrior 1</p> <p style="text-align: center;">Subversive Op</p> <p>Cannot be intercepted by Buro, PubOrd, or Cop characters.</p> <p><i>She can sniff the whiff of law enforcement at a hundred places.</i></p> <p style="text-align: center;">1 </p>
<p style="text-align: center;">Dragon Adept 5</p> <p style="text-align: center;">Versatile Combatant</p> <p>Independent.</p> <p><i>He's a gourmet cook, an expert at calculus - and he can kick you into next week.</i></p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;"><1> Dragon Mountain (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Toughness: 1.</p> <p><i>The dragon is hidden in the land. Its scales say, "Do not act."</i></p>	<p style="text-align: center;">Dump Warrior 2</p> <p style="text-align: center;">Scavenger/Scrapper</p> <p>You can ignore resource symbols when playing weapons or vehicles on Dump Warrior.</p> <p style="text-align: center;">2  </p>	<p style="text-align: center;">Elderly Monk 1</p> <p style="text-align: center;">Sage</p> <p>Draw an additional card whenever you draw cards.</p> <p style="text-align: center;"> 2  </p>













<p>Eunuch Underling 2</p> <p>Sorcerous Bureaucrat</p> <p>(no text)</p> <p>----</p> <p>ERRATA: Subtitle: Sorcerer Bureaucrat (YotD-026)</p> <p><i>These attendants to the Emperor are the outer edges of a sorcerous conspiracy that rules ancient China.</i></p> <p>2  </p>	<p>Evil Twin *</p> <p>Sinister Sibling</p> <p>When Evil Twin is played, choose any character in play. Evil Twin takes on the Fighting score*, name, subtitle, and abilities of that character, but not its resources and resource conditions.</p> <p>----</p> <p>ERRATA: Uncopyable. When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)." (YotD-027)</p> <p>3  </p>	<p>Explosives</p> <p>State</p> <p>Play on any unturned character. When subject character damages a site in combat, you may sacrifice explosives to inflict an additional 5 points of damage to the site.</p> <p>----</p> <p>ERRATA: Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack. (YotD-028)</p> <p>1 </p>	<p><1> Family Estate (5)</p> <p>Site</p> <p>Turn to play a Pledged character at -1 cost. Family Estate takes 2 points of damage whenever a Lodge character is smoked.</p> <p>2 </p>
<p>Everyday Hero 2</p> <p>Brave Scrapper</p> <p>Guts.</p> <p><i>If justice is to prevail in the secret war, ordinary people all around the world must stand up for what's right.</i></p> <p>2 </p>	<p>Expendable Unit</p> <p>Event</p> <p>Redirect all damage from one source to any character you control.</p> <p><i>No one is indispensable when reinforcement troops can be grown in a vat.</i></p> <p>0 </p>	<p>Faked Death</p> <p>Event</p> <p>Take a character from your smoked pile and return it to your hand.</p> <p><i>"You're overexposed, Brother Rooster. Time to pull an Elvis."</i></p> <p>0 </p>	<p><1> Family Home (5)</p> <p>Feng Shui Site</p> <p>Generates an additional point of Power if the Power of the player to your left is greater than yours.</p>













<p><1> Family Restaurant (4)</p> <p>Feng Shui Site</p> <p>Regenerates. Body is reduced to 0 if damaged by a Hood card.</p>	<p>Final Brawl</p> <p>Event</p> <p>All characters in play suffer 2 points of damage.</p> <p><i>Hamlet, Oedipus, Dirty Harry - the classic stories always end in blood.</i></p> <p> 0</p>	<p>Fist of the Bear 6</p> <p>Lodge Enforcer</p> <p>(no text)</p> <p><i>The bear blood that flows in her veins makes her implacable and bold.</i></p> <p>  4 </p>	<p>Floating Fortress</p> <p>State</p> <p>Vehicle. Subject character gains Mobility and +8 Fighting.</p> <p><i>It took a dozen Floating Fortresses less than an hour to level all of Acapulco.</i></p> <p>    6</p>
<p>Feast of Souls</p> <p>Edge</p> <p>Gain 1 Power whenever a character you control is smoked. If this card leaves play, the player to your left gains all the Power in your pool.</p> <p> 4</p>	<p>Fire in the Lake</p> <p>Edge</p> <p>Gain 1 Power whenever an attack is declared against your side.</p> <p>  3</p>	<p>Fists of Legend</p> <p>State</p> <p>Unique. Play on any character. Subject character's Fighting score is increased by the number of Unique characters in your smoked pile.</p> <p> 2</p>	<p>Flood on the Mountain</p> <p>Edge</p> <p> characters suffer 1 point of damage at the start of each of your turns.</p> <p> 2</p>













<p align="center">Flying Guillotine</p> <p align="center">State</p> <p>Weapon. If subject character smokes a character in combat, you may inflict 2 points of damage on any other character at its location.</p> <p align="center"> 0</p>	<p align="center">Fortune of the Turtle</p> <p align="center">State</p> <p>Play on any character. Subject character is not affected by Event cards played by your opponent.</p> <p><i>The turtle symbolizes protection, caution, and forethought.</i></p> <p align="center"> 1</p>	<p align="center">Friends of the Dragon 1</p> <p align="center">Dragon Supporters</p> <p>(no text) ---- ERRATA: Subtitle: Student Supporters (YotD-036)</p> <p><i>"We need to kick some bad-guy butt. Round up your students, Zheng!"</i></p> <p align="center">1 </p>	<p align="center">Fusion Tank</p> <p align="center">State</p> <p>Vehicle. Subject character gains Mobility and +4 Fighting.</p> <p><i>"I survived the Dallas Uprising. I'll never forget the sight of the fusion tanks rolling down Commerce Street."</i></p> <p align="center"> 4</p>
<p align="center">Fong Sai Yuk 9</p> <p align="center">Martial Artist</p> <p>Unique. Superleap.</p> <p><i>His name and deeds would be forever remembered, even by those who knew nothing of the Hand.</i></p> <p align="center">    6  </p>	<p align="center"><1> Fox Pass (5)</p> <p align="center">Feng Shui Site</p> <p>Limited. Turn to change the target of target attacking character's attack to any character or front-row site you control.</p> <p>---- ERRATA: Unique. Turn to change one attacker's target to any Character or front-row Site you control. (YotD-035)</p>	<p align="center">Fusion Rifle</p> <p align="center">State</p> <p>Weapon. Turn Fusion Rifle to inflict 2 points of damage to any target at subject's location.</p> <p>---- ERRATA: Weapon. Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location. (N2-044)</p> <p><i>They still haven't got any fusion power plants on-line, but the armament spin-offs are kicking.</i></p> <p align="center"> 1</p>	<p align="center">Gadgeteer 2</p> <p align="center">Resourceful Techie</p> <p>Gains +1 Fighting for each  card placed on her.</p> <p align="center"> 2  </p>



















<p style="text-align: center;">Gao Zhang 10</p> <p style="text-align: center;">Center of the Lotus</p> <p>Unique. Turn Gao Zhang to change the target of an Event card.</p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Ghostly Seducer 1</p> <p style="text-align: center;">Demon Sorceress</p> <p>Turn to send any turned character back to its owner's hand.</p> <p><i>"I thought she was my lost Anita, but she was not even human."</i></p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Gnarled Marauder 3</p> <p style="text-align: center;">Demon</p> <p>Any damage Gnarled Marauder inflicts on a site in an attack is also inflicted on the back row site behind that site.</p> <p>----</p> <p>ERRATA: If Gnarled Marauder inflicts combat damage on a front-row Site, it simultaneously inflicts an equal amount of combat damage on the back-row Site at that location. (YotD rulebook)</p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Golden Comeback</p> <p style="text-align: center;">Event</p> <p>You may take a character from your smoked pile and return it to play.</p> <p><i>"It'll take more than nine slugs in the chest to put me down when there are still creeps like you in the world!"</i></p> <p style="text-align: center;">  </p>
<p style="text-align: center;">Gardener 1</p> <p style="text-align: center;">Devoted Follower</p> <p>Turn to remove 2 damage counters from target feng shui site.</p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Gnarled Horror 1</p> <p style="text-align: center;">Demon</p> <p>Any character damaged by Gnarled Horror is smoked. Does not affect characters with vehicle States.</p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Golden Candle Society 1</p> <p style="text-align: center;">Secret Society</p> <p>(no text)</p> <p><i>They have sworn to drive the foreign invader from the proud soil of their native land.</i></p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Green Monk 4</p> <p style="text-align: center;">Martial Artist</p> <p>Toughness: 1.</p> <p><i>Quan Lo trained the Green Monks to fight using the Resistance Principle.</i></p> <p style="text-align: center;">  </p>
















<p align="center">Grenade Launcher</p> <p align="center">State</p> <p>Weapon. Controlling character inflicts +3 damage on characters with vehicles and to sites.</p> <p><i>Grenades are much more effective in the movies than in real life. This ain't real life.</i></p> <p>1</p>	<p align="center">Gruff Lieutenant 1</p> <p align="center">Pledged Cop</p> <p>Stealth.</p> <p><i>The Order of the Wheel recruits high-ranking police officers to keep them hip to the action on the streets.</i></p> <p>1</p>	<p align="center">Hands Without Shadow</p> <p align="center">State</p> <p>Play on any character. In combat, subject character may inflict enough damage to reduce its opponent's Fighting score to 1 instead of inflicting its regular damage.</p> <p>----</p> <p>ERRATA: Schtick. When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved. (YotD-043)</p> <p>0</p>	<p align="center">Healing Earth</p> <p align="center">Event</p> <p>Remove a number of damage counters from the cards you control up to the number of  resources in your pool.</p> <p><i>The regenerative powers of the earth are triggered by the transcendent soul.</i></p> <p>0</p>
<p><1> Grove of Willows (6)</p> <p align="center">Feng Shui Site</p> <p>If Grove of Willows is revealed due to damage inflicted in an attack, you gain Power equal to the number of characters that attacked it.</p>	<p><1> Hallowed Earth (6)</p> <p align="center">Feng Shui Site</p> <p>If Hallowed Earth is seized or burned by a player who controls more feng shui sites than you, you gain power equal to the number of feng shui sites he or she controls.</p>	<p align="center">Havoc Suit</p> <p align="center">State</p> <p>Weapon. Add half the number of  resources in your pool, rounded down, to subject character's Fighting score.</p> <p>----</p> <p>ERRATA: Title: HAVOC Suit (YotD rulebook)</p> <p>2</p>	<p align="center">Helix Chewer</p> <p align="center">State</p> <p>Play on any character. Any damage that subject character inflicts in combat is reduced by 1. If subject character leaves play, Helix Chewer returns to your hand.</p> <p>0</p>














<p align="center">Helix Rethread</p> <p align="center">State</p> <p>Play on a character controlled by one of your opponents. If subject character is smoked, you gain 1 power.</p> <p><i>"Oops, forgot to have you sign the consent form! Ha ha ha haha!"</i></p> <p> 0</p>	<p align="center">Hill of the Turtle</p> <p align="center">Edge</p> <p>Each player must spend 1 Power at the start of each of his or her turns or one ✖ card of his or her choice that he or she controls is smoked.</p> <p> 2</p>	<p align="center">Hopping Vampire 4</p> <p align="center">Ancient Monsters</p> <p>(no text)</p> <p><i>"Your basic East Asian bloodsucker. You'd think having to hop everywhere would slow them down, but it doesn't."</i></p> <p>4 </p>	<p align="center"><1> House on the Hill (5)</p> <p align="center">Site</p> <p>Characters at House on the Hill's location have Toughness: 1 when intercepting attackers.</p> <p>2 </p>
<p align="center">Heroic Conversion</p> <p align="center">State</p> <p>Play on any character. If subject character attacks you, you take control of it at the end of the turn.</p> <p>----</p> <p>ERRATA: Play on any Character. If subject attacks a card you control, at the end of the turn you take control of subject until it leaves play (regardless of whether Heroic Conversion remains in play or not). (YotD rulebook)</p> <p><i>"I have served those butchers all my life! Blind - I have been blind!"</i></p> <p> 0</p>	<p align="center">Homo Omega 10</p> <p align="center">Buro Cyborg</p> <p>Unique. Toughness: 2.</p> <p><i>"I am the future of the species. You are a rival gene pool."</i></p> <p>    6  ✖ ✖ ✖ ✖</p>	<p align="center">Hostile Takeover</p> <p align="center">Event</p> <p>Play during an auction. The highest current bidder must give you Power equal to his or her bid. You win the auction.</p> <p> 0</p>	<p align="center">I Ching</p> <p align="center">Edge</p> <p>Turn to look at the top 3 cards of any one player's deck and arrange them in whatever order you wish.</p> <p> 1</p>












<p style="text-align: center;">Iala Mané 8</p> <p style="text-align: center;">Martial Artist</p> <p>Unique. Independent. Can attack during an opponent's turn.</p> <p style="text-align: center;">   </p>	<p style="text-align: center;"><0> Illusory Bridge (3)</p> <p style="text-align: center;">Site</p> <p>May be placed in any legal position on an opponent's side.</p> <p>----</p> <p>ERRATA: Place in an opponent's site structure. That opponent controls Illusory Bridge. (YotD rulebook)</p> <p><i>Many have died defending it, yet it does not truly exist.</i></p> <p style="text-align: center;">  0 </p>	<p style="text-align: center;">Imperial Guard 1</p> <p style="text-align: center;">Ancient Cop</p> <p>Imperial Guard's Fighting is increased by the number of Eunuchs you control.</p> <p style="text-align: center;">   </p>	<p style="text-align: center;">Inauspicious Reburial</p> <p style="text-align: center;">Event</p> <p>You may toast a number of characters of your choice in an opponent's smoked pile up to the number of  resources in your pool.</p> <p style="text-align: center;">  </p>
<p style="text-align: center;">Ice Warriors 2</p> <p style="text-align: center;">Netherworld Soldier</p> <p>(no text)</p> <p><i>These brave soldiers of the Inner Kingdom defend their Ice Pagoda and their beloved queen, Pi Tui.</i></p> <p style="text-align: center;">   </p>	<p style="text-align: center;">Imperial Boon</p> <p style="text-align: center;">Edge</p> <p>Limited. You may turn any Eunuch you control for 1 Power. If you control Gao Zhang, you may turn him for 2 Power. All Eunuchs you control are smoked if Imperial Boon leaves play.</p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Imprisoned</p> <p style="text-align: center;">Event</p> <p>Target character is returned to its owner's hand.</p> <p><i>"Thank goodness Buro prisons are so poorly built, 'cause it's sure easy to get thrown into them."</i></p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Inexorable Corruption</p> <p style="text-align: center;">State</p> <p>Play on any character or site. Subject character or site takes 1 point of damage at the beginning of each of your turns. Damage counters on subject card cannot be removed by any means.</p> <p style="text-align: center;">  </p>

















<p style="text-align: center;">Infernal Plague</p> <p style="text-align: center;">Event</p> <p>All characters positioned at target location suffer 1 point of damage.</p> <p><i>"Shudder, mewling fools, at the incalculable wrath of the Infernal Plague!"</i></p> <p> 1</p>	<p style="text-align: center;"><1> Inner Sanctum (11)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Once Inner Sanctum has been revealed, you may not place new feng shui sites into its column.</p> <p><i>Too great a chi flow can be as hazardous as too little.</i></p>	<p style="text-align: center;">Into the Light</p> <p style="text-align: center;">Event</p> <p>Take any card from your smoked pile and place it into your hand.</p> <p><i>The Perfect Master's Principle of Reversal teaches us that great defeat must precede profound victory.</i></p> <p> 1</p>	<p style="text-align: center;">Jack Donovan 8</p> <p style="text-align: center;">Maverick Cop</p> <p>Unique. Guts. If one of your sites is burned while Jack Donovan is in your smoked pile, return Jack Donovan to your hand.</p> <p>   5 </p>
<p style="text-align: center;"><1> Infernal Temple (5)</p> <p style="text-align: center;">Site</p> <p>Infernal Temple produces one  resource for each Demon you control.</p> <p>----</p> <p>ERRATA: Infernal Temple provides one  resource for each Demon Character you control. (YotD-049)</p> <p><i>Long through the night, the unearthly cries of tormented spirits echoed through the countryside.</i></p> <p>2 </p>	<p style="text-align: center;">Instrument of the Hand 2</p> <p style="text-align: center;">Martial Artist</p> <p>(no text)</p> <p><i>"Even the noodle lady turned out to be a guerrilla fighting against the foreign powers."</i></p> <p>2  </p>	<p style="text-align: center;">Iron and Silk</p> <p style="text-align: center;">Event</p> <p>Until the end of the turn, any damage inflicted on subject character when it intercepts other characters is reduced to 0.</p> <p>----</p> <p>ERRATA: Reprint has clarified wording: Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting. (YotD-051)</p> <p><i>Embrace the yin principle, and receive your opponents' blows like gifts of honey.</i></p> <p> 0</p>	<p style="text-align: center;"><1> Jagged Cliffs (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>If Jagged Cliff's Body is reduced to 0, all characters at its location suffer 3 points of damage.</p> <p><i>"The main thing I learned that day was getting caught in a rockfall can be extremely painful to your health."</i></p>























<p>Johann Bonengel 5</p> <p>BuroPresident</p> <p>Unique. Turn for 2 Power. While Johann is unturned, your opponent cannot play States on cards you control.</p> <p> 3 </p>	<p>Jueding Shelun 8</p> <p>Eunuch Sorcerer</p> <p>Unique. You may turn any card in play when Jueding Shelun smokes a character in combat.</p> <p> 5  </p>	<p>Kar Fai 11</p> <p>Kung Fu Master</p> <p>Unique. Guts. All other  characters you control gain Guts and +1 Fighting while Kar Fai is in play.</p> <p> 7  </p>	<p>King of the Thunder Pagoda 12</p> <p>Netherworld Warlord</p> <p>Unique. Any player may take control of King of the Thunder Pagoda at any time by paying 8 Power. All Thunder characters you control gain +1 Fighting.</p> <p>6   </p>
<p>Johnny Tso 4</p> <p>Heroic Gunman</p> <p>Unique. Assassinate against  characters. Weapons played on Johnny Tso have no cost.</p> <p> 3 </p>	<p>Kan Li 7</p> <p>Martial Artist</p> <p>Unique. You may smoke any States on characters in combat with Kan Li before combat is resolved.</p> <p><i>"You defy the Lotus. Prepare to die."</i></p> <p> 4 </p>	<p>Killing Rain</p> <p>Event</p> <p>All sites in play take 2 points of damage.</p> <p><i>Corruption of the heavens; Corruption of the lake; Misfortune.</i></p> <p> 1</p>	<p><1> Kinoshita House (4)</p> <p>Feng Shui Site</p> <p>Unique. Turn to unturn target attacking character. Target attacking character inflicts and receives no damage during this attack.</p> <p>----</p> <p>ERRATA: Unique. Turn to unturn target attacker. That attacker ceases attacking. (YotD-055)</p> <p><i>The sublime meditation cottage of the great ninja leader Kinoshita retains the essence of his spirit.</i></p>













<p style="text-align: center;">Kun Kan 5</p> <p style="text-align: center;">Earth Demon</p> <p>Regenerates. Kun Kan's Fighting is increased by the number of feng shui sites in your burned-for-victory pile.</p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">Last Outpost</p> <p style="text-align: center;">Event</p> <p>All your characters gain Toughness: 1 until the end of the turn.</p> <p><i>"Looks like there's over fifty of them. Hope you're a good shot, cop."</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;"><1> Lily Pond (4)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn to switch the location of Lily Pond with any other feng shui site you control. This may change which site is targeted by an attack.</p>	<p style="text-align: center;">Luis Camacho 2</p> <p style="text-align: center;">Vengeful Hood</p> <p>Unique. Gains +1 Fighting for each Hood in your smoked pile.</p> <p><i>He puts the u in "unforgiving."</i></p> <p style="text-align: center;">4</p>
<p style="text-align: center;">Larcenous Mist</p> <p style="text-align: center;">Event</p> <p>Any special abilities possessed by target character and any States on target character have no effect for the duration of this turn. Treat the character card and any State cards on it as if their card text were blank. ----</p> <p>ERRATA: Until the end of the turn, treat the rules text of target Character and all States on or later played on target as blank. (SS-056)</p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Last Stand</p> <p style="text-align: center;">Event</p> <p>All your characters gain +2 Fighting until the end of the turn if an opponent has more feng shui sites in play than you.</p> <p><i>"They got Mané, McCroun, Donovan - but they ain't gettin' us!"</i></p> <p style="text-align: center;">    1</p>	<p style="text-align: center;">Liquidators 3</p> <p style="text-align: center;">Pledged Enforcers</p> <p>+1 damage if you also control a Lodge character.</p> <p style="text-align: center;">3 </p>	<p style="text-align: center;">Mad Dog McCroun 6</p> <p style="text-align: center;">Big Bruiser</p> <p>Unique. Guts. Toughness: 1.</p> <p><i>"I was just another two-bit thug till Kar Fai rescued me from the Death Ring."</i></p> <p style="text-align: center;">   4 </p>
















<p align="center">Marked for Death</p> <p align="center">State</p> <p>Play on any character. Flip a coin at the start of each of your turns. On a result of heads, subject character is smoked.</p> <p><i>"When the Unspoken Name puts an X through your picture, you stay X-ed."</i></p> <p align="center"> 1</p>	<p align="center">Masked Avenger 4</p> <p align="center">Vigilante Hero</p> <p>Takes no damage from characters with a Fighting score of 1.</p> <p><i>Goons are grass. She's the lawnmower.</i></p> <p align="center"> 3 </p>	<p align="center">Midnight Whisperer 1</p> <p align="center">Abomination</p> <p>Ambush.</p> <p><i>"I will crawl inssside your sssssoul, and there I will learn the sssssecretssss that will kill you, my delisssscious prey..."</i></p> <p align="center"> 1 </p>	<p align="center">Military Commandant 1</p> <p align="center">Pledged Mastermind</p> <p>Turn and maintain to give target character +2 Fighting.</p> <p align="center">  2 </p>
<p><1> Marsh (8)</p> <p align="center">Feng Shui Site</p> <p>Takes no damage from any character that is the subject of a vehicle state.</p> <p><i>"When I get out of this mess, I'm gonna have some stern words with the weasel who called this an all-terrain vehicle."</i></p>	<p align="center">Maverick Cop 4</p> <p align="center">Gun-Toting Hero</p> <p>Takes no damage from Hood characters.</p> <p><i>"Let the commissioner scream. I know what needs to get done on these streets."</i></p> <p align="center"> 3 </p>	<p align="center">Might of the Elephant X</p> <p align="center">Lodge Enforcer</p> <p>X = the number of  resources in your resource pool.</p> <p align="center">4 </p>	<p align="center">Mole Network</p> <p align="center">Event</p> <p>Play only during your turn. Take 1 Power from target player's pool and add it to your own.</p> <p>----</p> <p>ERRATA: Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent. (YotD-060)</p> <p align="center"> 0</p>























<p>Monkey King</p> <p>Edge</p> <p>Turn Monkey King to return any  card to its owner's hand.</p> <p> 2</p>	<p>Mooks 1</p> <p>Mercenary Hoods</p> <p>(no text)</p> <p><i>Stupid, brutal punks are something the world never seems to run out of.</i></p> <p>1</p>	<p>Motorcycle</p> <p>State</p> <p>Vehicle. Turn Motorcycle to change the location of its controlling character.</p> <p><i>"It wasn't a Harley, but considering I had about a dozen hopping vampires on my case, I decided not to be picky."</i></p> <p>0</p>	<p><1> Mourning Tree (8)</p> <p>Feng Shui Site</p> <p>Unique. Any player who attacks Mourning Tree may not declare any subsequent attacks this turn.</p>
<p>Monster Hunter 3</p> <p>Timewalker</p> <p>Turn and maintain to control a Demon or Spirit.</p> <p> 3 </p>	<p>Mother of Corruption 13</p> <p>Demon Queen</p> <p>Unique. Cannot be turned to attack. Cannot be healed.</p> <p>    5</p>	<p><1> Mountain Retreat (6)</p> <p>Feng Shui Site</p> <p>Once Mountain Retreat has been revealed, it can't be damaged by more than 2 characters in an attack. The defending player decides which 2 characters inflicting damage actually do so.</p>	<p>Mr. X 1</p> <p>Lodge Mastermind</p> <p>Unique. Turn and maintain to control a character with a play cost no greater than 3. It comes to your side unturned.</p> <p><i>"I have places to go and people to be."</i></p> <p>  3 </p>











<p>Muckraking Journalist 1</p> <p>Pledged Operative</p> <p>Turn and maintain to prevent target character from unturning normally.</p> <p> 2 </p>	<p>Mysterious Return</p> <p>Event</p> <p>Bring a character from your smoked pile into play for purposes of intercepting an attack against you. Return target character to the smoked pile when combat is over.</p> <p>----</p> <p>ERRATA: Play during an attack against a card you control. Return a Character to play for purposes of intercepting that attack. That Character cannot be sacrificed. Smoke that Character at the end of the turn. (YotD rulebook)</p> <p>  1</p>	<p>Natural Order</p> <p>Event</p> <p>Cancel and smoke a  card.</p> <p><i>The Guiding Hand abhor the technological crutches that support our decadent ways.</i></p> <p>  1</p>	<p>Netherworld Passageway</p> <p>State</p> <p>Play on any site. All characters located in front of subject site gain Mobility. Subject site is considered to be a Netherworld site in addition to any other designators.</p> <p>2</p>
<p>Mutoid 4</p> <p>Abomination</p> <p>Guts. Mutoid's damage is increased by the number of damage counters on it.</p> <p><i>Its pain it your pain.</i></p> <p>  4 </p>	<p>Mysterious Stranger 2</p> <p>Netherworld Outcast</p> <p>The controller of a character who intercepts Mysterious Stranger loses all power.</p> <p><i>Don't ask us; even we don't know.</i></p> <p>3</p>	<p>Nerve Gas</p> <p>Event</p> <p>Target character is smoked. Does not affect characters with  or  in their play costs.</p> <p><i>When you journey to the year 2056, always remember to pack a gas mask.</i></p> <p> 1</p>	<p>Neutron Bomb</p> <p>Event</p> <p>All characters in play are smoked.</p> <p><i>Mondo death toll with no property value depreciation.</i></p> <p>   3</p>











<p style="text-align: center;">Nine Cuts 2</p> <p style="text-align: center;">Mercenary Assassin</p> <p>Unique. Assassinate.</p> <p><i>"I don't discriminate. I'll whack any target, accept any currency."</i></p> <p>4</p>	<p style="text-align: center;">"Now You've Made Us Mad"</p> <p style="text-align: center;">Event</p> <p>Gain 1 Power for each of your characters that is damaged.</p> <p><i>Nietzsche said: "That which does not kill us makes us kick more butt." Or something like that.</i></p> <p>  0</p>	<p style="text-align: center;">Old Master 5</p> <p style="text-align: center;">Kung Fu Master</p> <p>Turn and maintain to give all  characters +1 Fighting.</p> <p>  5  </p>	<p style="text-align: center;">Onslaught of the Turtle</p> <p style="text-align: center;">Event</p> <p>All  cards in play are returned to their owner's hands.</p> <p><i>The Perfect Master taught that the Turtle Principle is opposed to decadent technology.</i></p> <p> 2</p>
<p style="text-align: center;">Nirmal Yadav 7</p> <p style="text-align: center;">Supersoldier</p> <p>Unique. Toughness: 1 when attacking.</p> <p><i>Decorated by Bonengel himself for service to the Buro.</i></p> <p>   4  </p>	<p style="text-align: center;">Old Hermit 2</p> <p style="text-align: center;">Wily Sorcerer</p> <p>Turn Old Hermit and pay 1 Power to unturn any non-character card.</p> <p> 3   </p>	<p style="text-align: center;">One Hundred Names 6</p> <p style="text-align: center;">Legion of Followers</p> <p>Cannot turn to attack.</p> <p><i>Quan Lo turned dispossessed peasants into a legion ready to defend their land.</i></p> <p>  3 </p>	<p style="text-align: center;">Operation Killdeer</p> <p style="text-align: center;">Event</p> <p>Target character inflicts no damage this turn.</p> <p> 0</p>














<p>Orange Monk 3</p> <p>Martial Artist</p> <p>Superleap. Orange Monk gains +1 Fighting for each State that is placed on him.</p> <p> 5 </p>	<p>Oscar Balbuena 7</p> <p>Karate Cop</p> <p>Unique. Oscar Balbuena unturns whenever an attack is declared against you.</p> <p> 5 </p>	<p>Phillipe Benoit 5</p> <p>Pledged Assassin</p> <p>Unique. Stealth.</p> <p><i>"Your pleading for mercy reminds me of a line from Sartre."</i></p> <p> 4 </p>	<p>Police State</p> <p>Event</p> <p>Cancel and smoke a  card.</p> <p><i>"As soon as I got to the future, I knew freedom was hosed."</i></p> <p> 1</p>
<p>Orbital Laser Strike</p> <p>Event</p> <p>Target site takes damage equal to the number of  resources in your pool.</p> <p><i>It was sold to the public as a purely defensive technology.</i></p> <p> 1</p>	<p>Paper Trail</p> <p>Edge</p> <p>Gain 1 Power for each card an opponent discards. You cannot gain more than 2 Power a turn in this manner. If Paper Trail leaves play, all of your opponents gain 1 Power.</p> <p> 2</p>	<p>Poison Needles</p> <p>State</p> <p>Play on any card. Subject's controller must pay 1 Power at the end of each of his or her turns or subject is smoked.</p> <p> 2</p>	<p><0> Police Station (10)</p> <p>Site</p> <p>Turn and maintain Police Station to give target Cop character +2 Fighting, or turn to inflict 2 points of damage on target Hood character or site.</p> <p>----</p> <p>ERRATA: Turn and maintain Police Station to give target Cop Character +2 Fighting, or turn to inflict 2 damage on target Hood Character or Hood Site. (RW-078)</p> <p>1</p>


















<p align="center">Political Lock</p> <p align="center">Edge</p> <p>No character can turn to change location while Political Lock is in play.</p> <p> 2</p>	<p align="center">Power of the Great</p> <p align="center">State</p> <p>Play on any feng shui site you control. At the beginning of each of your turns, place one counter on Power of the Great for each Mastermind you control. The number of feng shui sites you need for victory is reduced by one for every 4 counters on Power of the Great.</p> <p>  2</p>	<p align="center">Progress of the Mouse</p> <p align="center">Event</p> <p>For the duration of this turn, any Power that target player spends goes into your pool. No characters or sites may be played in response to this card.</p> <p>----</p> <p>ERRATA: Target an opponent. Characters and Sites may not be played in response to this card :: Until the end of the turn, you gain Power equal to any Power spent by that opponent. (YotD rulebook)</p> <p> 1</p>	<p align="center"><0> Proving Ground (6)</p> <p align="center">Feng Shui Site</p> <p>Proving Ground is turned when it is revealed. Turn to play a character at -2 cost. Multiple Proving Grounds cannot reduce the cost of the same character.</p> <p>----</p> <p>ERRATA: Reprint has clarified wording: When Proving Ground is revealed, immediately turn it for no effect. If Proving Ground is face-up, you may turn it to play a Character at -2 cost. (N2-096)</p>
<p align="center">Positive Chi</p> <p align="center">Event</p> <p>Each player may take any one card, except a feng shui site, from his or her smoked pile and play it at no cost.</p> <p>----</p> <p>ERRATA: Each player may secretly choose one card, except an Event or Feng Shui Site, in his or her smoked pile. Starting with the current player and proceeding clockwise, each player plays his or her chosen card at no cost. (SS-098)</p> <p>  1</p>	<p align="center">Probability Manipulator</p> <p align="center">Edge</p> <p>Unique. Turn to increase or decrease the value of any number on target card by 1 until the end of the turn. You cannot reduce any digit to 0. Does not affect play costs.</p> <p>----</p> <p>ERRATA: Cost 2. Unique. Turn to raise or lower by one until the end of the turn any number not written as words on another card. This cannot change a number to zero. (2FT-071)</p> <p>   4</p>	<p align="center">Prototype X 8</p> <p align="center">Abomination</p> <p>Unique. Prototype X's Fighting score is reduced by the number of  characters in play.</p> <p>   4 </p>	<p align="center">PubOrd Officer 1</p> <p align="center">Security Cop</p> <p>(no text)</p> <p><i>She's just following orders.</i></p> <p>1 </p>

<p align="center">PubOrd Raid</p> <p align="center">Event</p> <p>Play only during your turn. All characters at target location become turned.</p> <p><i>"FREEZE! Public Order!"</i></p> <p> 0</p>	<p align="center">PubOrd Squad 3</p> <p align="center">Buro Cops</p> <p>(no text)</p> <p><i>The secret police of 2056 ruthlessly enforce the laws of the dictatorial Buro.</i></p> <p>3 </p>	<p align="center">Quan Lo 6</p> <p align="center">The Perfect Master</p> <p>Unique. All  characters you control gain Superleap.</p> <p>     6     </p>	<p align="center">Really Big Gun</p> <p align="center">State</p> <p>Weapon. Controlling character inflicts +2 damage.</p> <p><i>A persuasive member of any debating team</i></p> <p>1</p>
<p align="center">PubOrd Sniper 1</p> <p align="center">Cop</p> <p>Turn to do 1 point of damage to an attacking character.</p> <p> 2 </p>	<p align="center">Quai Li 1</p> <p align="center">Spy</p> <p>Unique. Turn Quai Li to inflict 2 points of damage to any unrevealed site.</p> <p>  2 </p>	<p align="center">Queen of the Ice Pagoda 10</p> <p align="center">Netherworld Mastermind</p> <p>Unique. Place one damage counter on Queen of the Ice Pagoda to smoke a State on any character you control. All Ice characters you control gain +1 Fighting.</p> <p>6   </p>	<p align="center">Realpolitik</p> <p align="center">Event</p> <p>Smoke target Edge or State.</p> <p><i>The Ascended will - and can - do nearly anything to maintain their power over our world.</i></p> <p> 1</p>

<p style="text-align: center;">Redeemed Assassin 8</p> <p style="text-align: center;">Heroic Killer</p> <p>You can play Redeemed Assassin during an opponent's turn. Redeemed Assassin has Toughness: 1 for the duration of the turn in which he enters play.</p> <p>----</p> <p>ERRATA: You may play Redeemed Assassin any time during an opponent's Main Shot. Redeemed Assassin gains Toughness: 1 until the end of the turn in which he enters play. (YotD rulebook)</p> <p style="text-align: center;"> 5 </p>	<p style="text-align: center;">Return to the Center</p> <p style="text-align: center;">Event</p> <p>All states and non-damage tokens on target card are smoked.</p> <p><i>Quan Lo's Principle of Principles: "Find the center within yourself; this you can never lose."</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Rigorous Discipline</p> <p style="text-align: center;">Event</p> <p>For the duration of this turn, target character gains the special abilities of any character in play. This does not include the effects of States.</p> <p>----</p> <p>ERRATA: Copy the printed rules text from any Character to target Character until the end of the turn. (YotD-077)</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Roar of the Beast</p> <p style="text-align: center;">Event</p> <p>Cancel and smoke target card.</p> <p><i>The Unspoken Name contains his rage for the final confrontation.</i></p> <p style="text-align: center;"> 4</p>
<p style="text-align: center;">Reinvigoration Process</p> <p style="text-align: center;">Edge</p> <p>You may play Abominations from your smoked pile.</p> <p>----</p> <p>ERRATA: Turn to play an Abomination Character from your smoked pile. (SS-103)</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Righteous One 1</p> <p style="text-align: center;">Loyal Defender</p> <p>Any character intercepted by Righteous One while Righteous One is unturned is smoked.</p> <p>----</p> <p>ERRATA: If Righteous One is unturned, smoke any attacker he intercepts when combat ends, regardless of whether Righteous One remains in play or not. (YotD rulebook)</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Ring Fighter 3</p> <p style="text-align: center;">Martial Artist</p> <p>(no text)</p> <p><i>She got tired of fighting for money and decided to use her fists to make a difference in the world.</i></p> <p style="text-align: center;">3 </p>	<p style="text-align: center;">Robot Arm</p> <p style="text-align: center;">State</p> <p>Play on any character. Subject character gains +2 Fighting and Toughness: 1 against damage inflicted by characters.</p> <p style="text-align: center;"> 2</p>

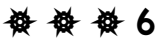

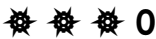













<p>Robust Feng Shui</p> <p>Event</p> <p>Redirect any damage done to target feng shui site from a single source to any target in play.</p> <p><i>Quan Lo taught the very earth itself the Principle of Redirection.</i></p> <p>  2</p>	<p><1> Sacred Heart Hospital (6)</p> <p>Feng Shui Site</p> <p>Unique. Turn Sacred Heart Hospital to heal target character.</p> <p><i>Secret warriors spend a lot of time in hospitals.</i></p>	<p>Salvage</p> <p>Event</p> <p>Return any  card in your smoked pile to your hand.</p> <p><i>Waste not, want not.</i></p> <p> 1</p>	<p>Scroll of Incantation</p> <p>Event</p> <p>Search through your deck for an Event. Reshuffle your deck afterwards. You must play this Event immediately or it is toasted.</p> <p><i>On the scroll is always writ precisely the ritual you need.</i></p> <p>  1</p>
<p><1> Sacred Ground (9)</p> <p>Feng Shui Site</p> <p>(no text)</p> <p><i>"I still remember the first feng shui site I attuned to, back like it was yesterday. Back when I didn't know squat about the secret war."</i></p>	<p>Safehouse</p> <p>Edge</p> <p>Turn and maintain; no attacks can be declared against target character.</p> <p>4</p>	<p>Satellite Surveillance</p> <p>Event</p> <p>You may reveal a number of sites up to the number of  resources in your pool.</p> <p><i>"The J19 can read a newspaper from orbit. Locating your hideout was kid stuff."</i></p> <p> 0</p>	<p>Seal of the Wheel</p> <p>State</p> <p>Play on a character you control. Place one counter on Seal of the Wheel at the beginning of each of your turns. The number of feng shui sites you need for victory is reduced by one for every two counters on Seal of the Wheel. You still must seize or burn-for-victory your final feng shui site.</p> <p>  2</p>

















<p><2> Secret Headquarters (10)</p> <p>Site</p> <p>Limited. All Sites you control take 2 points of damage if Secret Headquarters is smoked.</p> <p><i>If we told you about it, it wouldn't be a secret, would it?</i></p> <p>3</p>	<p>Security</p> <p>State</p> <p>Play on any site. Subject site gains +4 Body.</p> <p><i>"Remote cameras, electronic sensors, automated machine gun emplacements - all they cost is money, and the Ascended have that to burn."</i></p> <p> 1</p>	<p>Shadow Creeper 1</p> <p>Eunuch Assassin</p> <p>Assassinate.</p> <p><i>He acts like just another foolish courtier, but there is murder in his heart.</i></p> <p> 1 </p>	<p>Shadowy Horror 3</p> <p>Demon</p> <p>Regenerates.</p> <p><i>"I ain't found a bullet yet that will put a permanent hole in these things."</i></p> <p>3 </p>
<p><1> Secret Laboratory (5)</p> <p>Site</p> <p>(no text)</p> <p><i>Access to the latest fruits of the military industrial complex is essential to the secret warrior.</i></p> <p>2  </p>	<p>Seed of the New Flesh</p> <p>Edge</p> <p>Each player must spend 1 Power at the start of each of his or her turns or one  card of his or her choice that he or she controls is smoked.</p> <p> 2</p>	<p>Shadowfist</p> <p>State</p> <p>Play on any character. All damage inflicted on subject character by characters in combat is reduced to 0.</p> <p>    3</p>	<p>Shadowy Mentor</p> <p>State</p> <p>Play on any character. You control subject character; it comes onto your side unturned. Subject character is now considered to be a Pledged character.</p> <p> 3</p>


















<p>Shamanistic Lieutenant 4</p> <p>Magic Cop</p> <p>Any Demon or Abomination in combat with Shamanistic Lieutenant is toasted before it inflicts its damage.</p> <p> 3  </p>	<p>Shaolin Monk 3</p> <p>Martial Artist</p> <p>+1 damage if you also control a Shaolin Master.</p> <p><i>Don't let their passive demeanor mislead you.</i></p> <p>3  </p>	<p>Shaolin Warrior 1</p> <p>Martial Artist</p> <p>Pay 1 Power to give all Shaolin Warriors you control Superleap until the end of turn.</p> <p>1  </p>	<p>Shattering Jade</p> <p>Event</p> <p>All Abominations in play are toasted.</p> <p><i>Abominations, equal parts magic and technology, personify everything the Guiding Hand despises.</i></p> <p>1 </p>
<p>Shaolin Master 8</p> <p>Martial Arts Master</p> <p>(no text)</p> <p><i>The guns of the British meant nothing to those who lived all of the Six Principles of Light.</i></p> <p> 5  </p>	<p><1> Shaolin Sanctuary (5)</p> <p>Site</p> <p>Shaolin Sanctuary provides you with one  resource for each Shaolin or Monk character you control.</p> <p>2 </p>	<p>Shattering Fire</p> <p>Event</p> <p>Target character takes damage equal to the number of  resources in your pool.</p> <p><i>The first spell any apprentice sorcerer wishes to learn - with good reason.</i></p> <p>1 </p>	<p>Shell of the Tortoise 6</p> <p>Lodge Mastermind</p> <p>Cannot turn to attack. Turn to redirect damage done to any feng shui site from a single source to Shell of the Tortoise.</p> <p> 3 </p>














<p align="center">Shifting Loyalties</p> <p align="center">Event</p> <p>You become the controller of all Mercenary and all Pledged characters in play. They come to your side unturned.</p> <p><i>Sorcerous influence can override any noble impulse.</i></p> <p align="center"> 2</p>	<p align="center">Shih Ho Kuai X</p> <p align="center">Martial Arts Master</p> <p>Unique. X = the number of resources in your pool.</p> <p align="center"> 3 </p>	<p align="center">Silver Fist 6</p> <p align="center">Cosmopolitan Hero</p> <p>Independent.</p> <p><i>"She pretended to be in it for the style, but deep down she cared as much as anybody."</i></p> <p align="center"> 4 </p>	<p align="center">Snake Man 4</p> <p align="center">Demon</p> <p>Snake Man heals at the end of each turn.</p> <p><i>These underworld denizens are often mistaken for transformed animals.</i></p> <p align="center"> 4 </p>
<p align="center">Shifting Tao</p> <p align="center">Edge</p> <p>Whenever an opponent declares an attack against your side, you may remove one damage counter from cards you control for each character participating in the attack.</p> <p align="center"> 1</p>	<p align="center">Silver Band 5</p> <p align="center">Legion of Supporters</p> <p>(no text)</p> <p><i>Separately, they're pretty good. Together, they're a whirlwind.</i></p> <p align="center"> 3 </p>	<p align="center">Sinister Priest 1</p> <p align="center">Macabre Sorcerer</p> <p>(no text)</p> <p><i>These loathsome wanderers make the peasantry pay to exorcise spirits they themselves have summoned.</i></p> <p align="center">1 </p>	<p align="center">Soul Maze</p> <p align="center">Edge</p> <p>Turn to cause two characters in combat to swap, for the duration of the combat, their special abilities and the special abilities of any cards played on them.</p> <p>----</p> <p>ERRATA: Prior to combat, turn to swap the rules text of two Characters about to enter combat and the rules text of any States they are subject to until the end of combat. (YotD rulebook)</p> <p align="center"> 1</p>


















<p>Soul of the Shark 2</p> <p>Lodge Mastermind</p> <p>Turn to change the subject of a State as the State is played. You must choose a legal subject with the same controller as the original subject or the State is played on its original subject.</p> <p> 3 </p>	<p>Sphere of Defilement</p> <p>State</p> <p>Play on any site. Whenever subject site is turned, it and all other sites on its controlling player's side suffer 1 point of damage.</p> <p> 2</p>	<p>Sports Car</p> <p>State</p> <p>Vehicle. Controlling character gains Toughness: 1 and Mobility.</p> <p><i>It ain't action till you've got a bunch of cars rolling over and catching fire and stuff.</i></p> <p>2</p>	<p>Sting of the Scorpion 4</p> <p>Lodge Assassin</p> <p>Assassinate.</p> <p><i>She retains not only the blood of her ancestors but their poison as well.</i></p> <p> 5 </p>
<p>Speed Boat</p> <p>State</p> <p>Vehicle. Controlling character gains Mobility and Tactics.</p> <p><i>Slice through the waters like a high-octane razor blade.</i></p> <p>2</p>	<p>Spirit Frenzy</p> <p>Edge</p> <p>You may turn a character to do 1 point of damage to a character than has just been damaged.</p> <p> 2</p>	<p>State of Emergency</p> <p>Event</p> <p>Limited. Draw a number of cards necessary to fill your hand to six cards.</p> <p><i>When faced with insurrection, the Buro has three plans: overwhelming force, overwhelming force, and overwhelming force.</i></p> <p> 1</p>	<p><1> Stone Garden (6)</p> <p>Feng Shui Site</p> <p>Turn to remove 1 damage counter from target site.</p> <p><i>An artist in harmony with the earth can channel and focus chi.</i></p>


















<p align="center">Strike Force 7</p> <p align="center">Pledged Commandos</p> <p>Stealth. Tactics.</p> <p><i>The armies of the world are in fact one force under the command of the Unspoken Name.</i></p> <p align="center">   </p>	<p align="center">Subterfuge</p> <p align="center">Event</p> <p>For the duration of this turn, target player must pay an additional 1 Power to play any card. No characters or sites may be played in response to this card.</p> <p align="center">   </p>	<p align="center">Sun Chen 8</p> <p align="center">Legendary Archer</p> <p>Unique. Superleap. You cannot play States on Sun Chen, but your opponents may.</p> <p align="center">   </p>	<p align="center">Superior Technology</p> <p align="center">Event</p> <p>All your characters inflict +1 damage until the end of the turn.</p> <p><i>The Buro maintains its iron grip on the world through its terrifying war machine.</i></p> <p align="center">   </p>
<p align="center">Student of the Bear 1</p> <p align="center">Pledged Martial Artist</p> <p>(no text)</p> <p><i>Graduates of the Bear School don't bother with the subtle approach.</i></p> <p align="center">   </p>	<p align="center">Suicide Mission</p> <p align="center">Event</p> <p>Smoke any card in play. Target card's controller may immediately smoke one of your cards of his or her choice.</p> <p><i>The Pledge is a promise to do anything for the Unspoken Name - even die.</i></p> <p align="center">   </p>	<p align="center">Super Soldier 5</p> <p align="center">Fanatic Cop</p> <p>Guts.</p> <p><i>His loyalty is to the tumult of the battlefield.</i></p> <p align="center">   </p>	<p align="center">Swat Team 2</p> <p align="center">Cop Pawns</p> <p>(no text)</p> <p>----</p> <p>ERRATA: title: SWAT Team (YotD rulebook)</p> <p><i>"Name any place in the world: the Lodge can have an emergency response team there in twenty minutes, tops."</i></p> <p align="center">   </p>

<p align="center">Swiss Banker 1</p> <p align="center">Pledged Financier</p> <p>Turn for 1 Power. Swiss Banker is smoked if you have no power in your pool.</p> <p align="center"> 2 </p>	<p align="center">Swordsman 1</p> <p align="center">Foot Soldier</p> <p>(no text)</p> <p><i>He fights for the honor of China, and will die for Confucian principles.</i></p> <p align="center">1 </p>	<p align="center">Tatsuya Yanai 1</p> <p align="center">Lodge Mastermind</p> <p>Unique. Turn Tatsuya Yanai, except during an attack, to switch the locations of any 2 sites belonging to a single controller.</p> <p align="center"> 3 </p>	<p align="center">The Crucible</p> <p align="center">Event</p> <p>All Demons in play are toasted.</p> <p><i>"Funny...the foam that melted demons leave behind is a lot like oven cleaner."</i></p> <p align="center">  1</p>
<p align="center">Sword of Biting</p> <p align="center">State</p> <p>Weapon. If subject character is smoked in combat, Sword of Biting inflicts 4 points of damage on each character subject was in combat with. Sword of Biting then goes to the smoked pile.</p> <p align="center"> 1</p>	<p align="center">Tactical Team 6</p> <p align="center">Buro Cops</p> <p>Can be played during an opponent's turn.</p> <p>----</p> <p>ERRATA: May be played any time during an opponent's Main Shot. (YotD rulebook)</p> <p><i>Their motto: "Respond Rapidly; React Decisively."</i></p> <p align="center">   4 </p>	<p align="center">Test Subjects 1</p> <p align="center">Abominations</p> <p>(no text)</p> <p><i>"The plan was to turn demons from the ancient past into supersoldiers. Didn't work too well at first."</i></p> <p align="center">1  </p>	<p align="center">The Demon Within</p> <p align="center">State</p> <p>Plays on any character. Subject character's Fighting score is increased by 2. Character is now a Demon. If this card is played on a character that is already a Demon, that character is smoked.</p> <p align="center">  2</p>

<p>The General 3</p> <p>Military Mastermind</p> <p>Tactics. If The General participates in an attack, all attacking characters gain Tactics for the duration of the attack.</p> <p>  4 </p>	<p>The Hungry</p> <p>Edge</p> <p>Gain 3 Power whenever you burn a site for victory. All your characters and sites suffer 2 points of damage if The Hungry leaves play.</p> <p>----</p> <p>ERRATA: When you burn a Site for victory, you gain X Power. X= the number of players in the game, to a maximum of 3. When The Hungry leaves play, inflict 2 damage on all Sites you control and all Characters you control. (YotD-097)</p> <p>  1</p>	<p>The Rackets</p> <p>Hood Edge</p> <p>Comes into play turned. Turn during your turn to take 1 Power from target player's pool and add it to your own.</p> <p>3</p>	<p><1> The Red Lantern Tavern (7)</p> <p>Feng Shui Site</p> <p>Unique. Turn to give target character Assassinate against turned characters until the end of the turn.</p> <p><i>Madam Yuan's notorious establishment sold pleasure and murder in equal measure.</i></p>
<p><1> The Hanging Coffins (6)</p> <p>Feng Shui Site</p> <p>Unique. Turn to give target character Tactics until the end of the turn.</p> <p><i>Some of the greatest generals in history are buried there.</i></p>	<p>The Pledged 1</p> <p>Loyal Initiates</p> <p>(no text)</p> <p><i>"At the lowest levels, the Order of the Wheel is like the Kiwanis Club. Go a little higher and the Colt 1911s come out."</i></p> <p>1 </p>	<p>The Reconstructed 5</p> <p>Standard Abominations</p> <p>(no text)</p> <p><i>"After they put down the India insurgency, they become synonymous with terror."</i></p> <p>   3 </p>	<p>The Unspoken Name 6</p> <p>Lodge Chairperson</p> <p>Unique. Cannot turn to attack. Turn to give Stealth until the end of turn to any number of characters whose combined play cost does not exceed 7.</p> <p>     3  </p>

<p style="text-align: center;">Theft of Fortune</p> <p style="text-align: center;">State</p> <p>Play on any Edge. At the beginning of each of your turns, you may inflict 1 point of damage on any card that subject Edge's controller also controls.</p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;">Thorns of the Lotus 2</p> <p style="text-align: center;">Fanatical Archers</p> <p>(no text)</p> <p><i>They care not what their cause is, only that they can without question shed their blood in it.</i></p> <p style="text-align: right;">2 </p>	<p style="text-align: center;">Thunder on the Mountain</p> <p style="text-align: center;">State</p> <p>Play on a site you control. All  cards come into play turned.</p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;">Thunder Knights 2</p> <p style="text-align: center;">Netherworld Soldiers</p> <p>There is no limit to the number of Thunder Knights you can have in your deck.</p> <p><i>Shock upon shock, old advantages are swept away by the storm.</i></p> <p style="text-align: right;">2 </p>
<p style="text-align: center;">Thing with a 1000 Tongues 9</p> <p style="text-align: center;">Disgusting Demon</p> <p>Unique. Sacrifice a character to give Thing with a 1000 Tongues Toughness: 3 until the end of turn.</p> <p><i>"It's feeding time; toss a priest into the cage."</i></p> <p style="text-align: right;">    6 </p>	<p style="text-align: center;">Throwing Star</p> <p style="text-align: center;">State</p> <p>Weapon. Play on any character. When in combat, and after combat damage is dealt, subject character can inflict 1 point of damage on any character at its location.</p> <p>----</p> <p>ERRATA: Weapon. After surviving combat with another Character, subject Character may inflict 1 damage on any Character at its location. (YotD rulebook)</p> <p style="text-align: right;">1</p>	<p style="text-align: center;">Thunder on Thunder</p> <p style="text-align: center;">Event</p> <p>All Edges in play are toasted.</p> <p><i>The unwise bird flies high, and is brought down by the vengeance of the sky.</i></p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;">Tomb of the Beast</p> <p style="text-align: center;">Edge</p> <p>Each player must spend 1 Power at the start of each of his or her turns or one  card of his or her choice that he or she controls is smoked.</p> <p style="text-align: right;"> 2</p>

<p style="text-align: center;">Undercover</p> <p style="text-align: center;">State</p> <p>Play on any character. Subject character can attack back row sites. Subject can still be blocked by characters at the location it is attacking.</p> <p> 1</p>	<p style="text-align: center;">Vampiric Touch</p> <p style="text-align: center;">State</p> <p>Play on any character. Place a counter on Vampiric Touch whenever a character is smoked. Subject character gains +1 Fighting for each counter on Vampiric Touch. Subject character is smoked at the end of a turn if no characters were smoked during that turn.</p> <p>  2</p>	<p style="text-align: center;">Veiling of the Light</p> <p style="text-align: center;">State</p> <p>Play on any feng shui site. Subject site does not count toward a player's feng shui site total for victory purposes.</p> <p>  2</p>	<p style="text-align: center;">Vivisector 1</p> <p style="text-align: center;">Abomination Scientist</p> <p>Turn Vivisector to sacrifice a character and gain Power equal to its play cost.</p> <p>----</p> <p>ERRATA: Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, you gain Power equal to that Character's cost. (YotD-107)</p> <p> 2  </p>
<p style="text-align: center;">Undercover Cop X</p> <p style="text-align: center;">Pledged Operative</p> <p>Stealth. X = the number of Cop characters you control. Can attack back row sites.</p> <p> 2 </p>	<p style="text-align: center;">Vassals of the Lotus 1</p> <p style="text-align: center;">Ancient Hoods</p> <p>(no text)</p> <p><i>Bandits and ruffians serve corrupt Lotus officials to slake their lust for gold.</i></p> <p>1 </p>	<p style="text-align: center;">Victory for the Underdog</p> <p style="text-align: center;">Event</p> <p>Cancel and smoke any  card.</p> <p><i>"I could kick abominations all day long."</i></p> <p> 1</p>	<p style="text-align: center;">Vladimir Kovalov 7</p> <p style="text-align: center;">Lodge Mastermind</p> <p>Unique. You may discard an additional card at the beginning of your turn.</p> <p><i>His wolf soul suits him for the challenges of the new Russia.</i></p> <p>   4 </p>

<p>Walker of the Purple Twilight 6</p> <p>Eunuch Sorcerer</p> <p>Whenever Walker of the Purple Twilight damages a feng shui site in an attack, you may inflict 2 points of damage on any target in play.</p> <p>  5   </p>	<p>Water Sword</p> <p>State</p> <p>Unique. Weapon. Subject character gains +1 Fighting. If subject character is smoked, return Water Sword to your hand instead of placing it in the smoked pile.</p> <p>----</p> <p>ERRATA: Unique. Weapon. Subject Character gains +1 Fighting. When subject Character is smoked, return Water Sword to its owner's hand. (YotD rulebook)</p> <p>1</p>	<p>Whirlwind Strike</p> <p>State</p> <p>Play on any character. If subject character smokes a character it is intercepting, it may intercept another attacking character once the combat is over.</p> <p> 1</p>	<p>White Ninja 3</p> <p>Assassin</p> <p>Unique. Ambush. Stealth.</p> <p><i>She is known only by the distinctive sword wound she leaves in her victims.</i></p> <p>5</p>
<p>Walking Corpses 4</p> <p>Undead Servitors</p> <p>Cannot turn to change location and cannot be healed.</p> <p><i>They weren't buried properly, so now they're back.</i></p> <p> 2 </p>	<p>Web of the Spider 3</p> <p>Lodge Mastermind</p> <p>Turn, except during an attack, to change the position of target character to any location on its controller's side.</p> <p>   3 </p>	<p>White Disciple 2</p> <p>Eunuch Sorcerer</p> <p>Turn White Disciple and inflict 1 point of damage on White Disciple to inflict 2 points of damage on any target.</p> <p><i>In China, white is the color of death.</i></p> <p> 2  </p>	<p>Wind Across Heaven</p> <p>Edge</p> <p>All  characters suffer 2 points of damage whenever they become turned.</p> <p> 2</p>

Wind on the Mountain

Event

Return X Event cards of your choice in your smoked pile to your hand. Toast Wind on the Mountain after use.

ERRATA: Reprint has clarified wording: **Toast It**. Return X Events from your smoked pile to your hand. (N2-143)



Zheng Yi Quan 11

Kung Fu Master

Unique.

"Kar Fai raised me like a son. He taught me to fight not for him, but for all humankind."



Wong Fei Hong 11

Kung Fu Master

Unique.

He taught kung fu, medicine, and revolution.

